

ABSTRACT

A computer based training tool and method that emulates human behavior using a computer-simulated person in a realistic scenario. It provides an interactive experience in

- 5 detecting deception during interviews and acceptance of statements during interpersonal conversations. The simulated person provides verbal responses in combination with an animated video display reflecting the body language of the simulated person in response to questions asked and during and after responses to the questions. The questions and responses are pre-programmed and interrelated groups of questions and responses are maintained in
- 10 dynamic tables which are constantly adjusted as a function of questions asked and responses generated. The system provides a critique and numerical score for each training session.